

Temporal Filtering

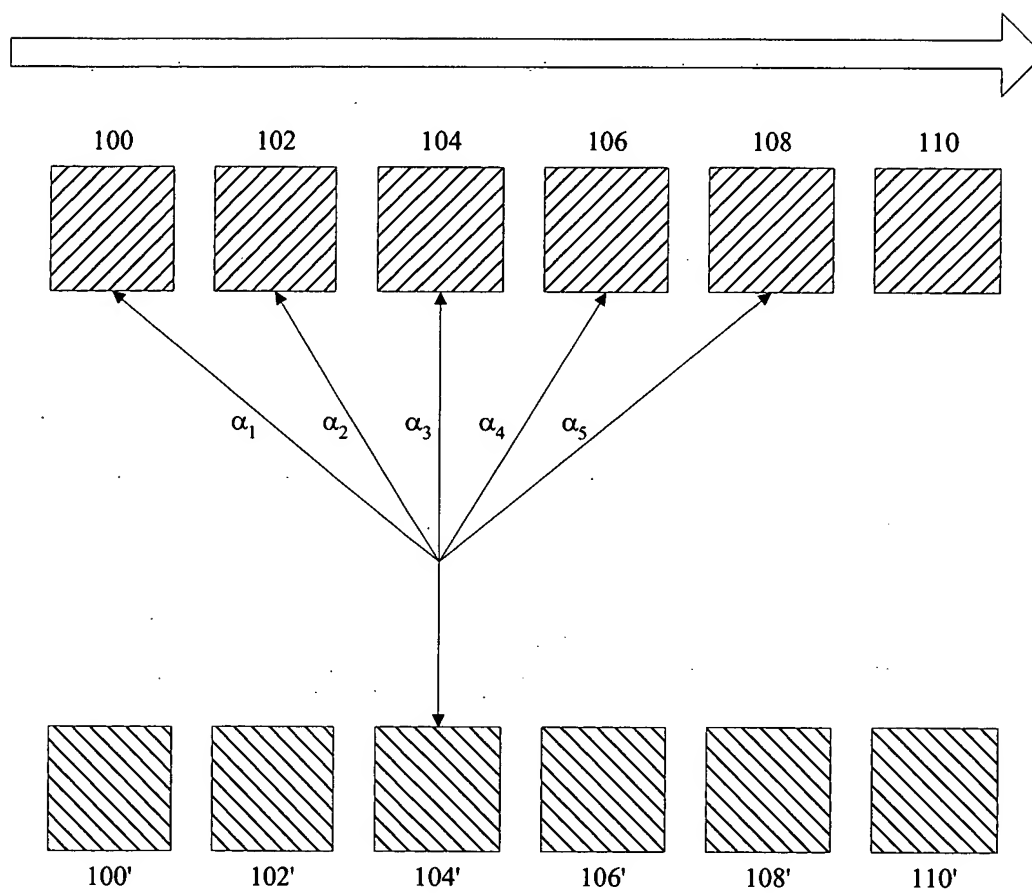


Fig. 1
Background Art

Block-based Motion Compensation

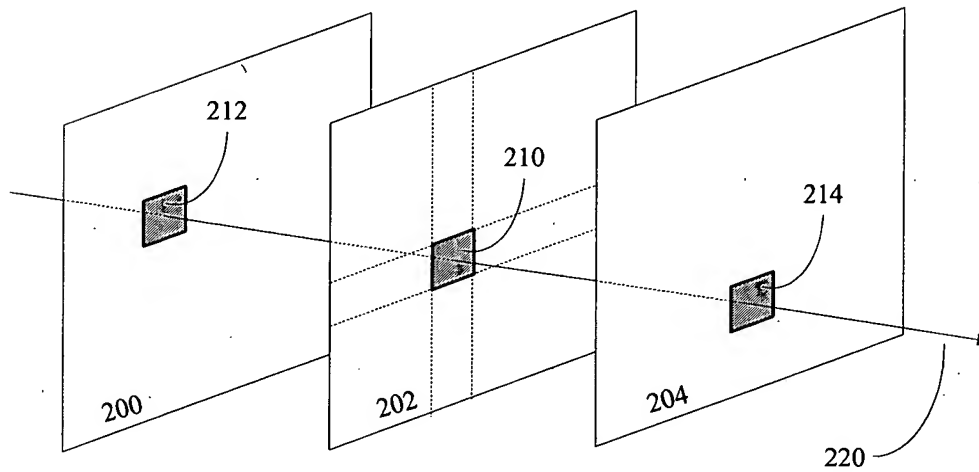


Fig. 2
Background Art

Object-based Temporal Filtering

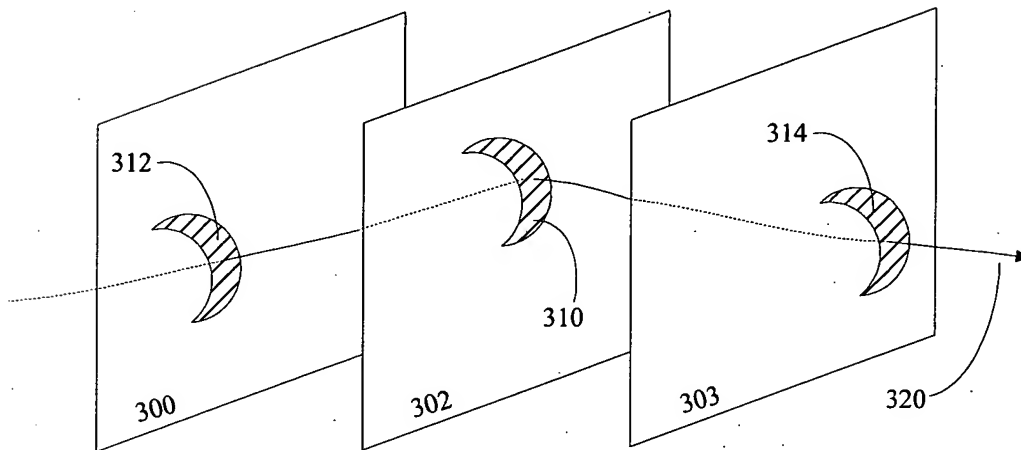


Fig. 3

Future Motion Vectors

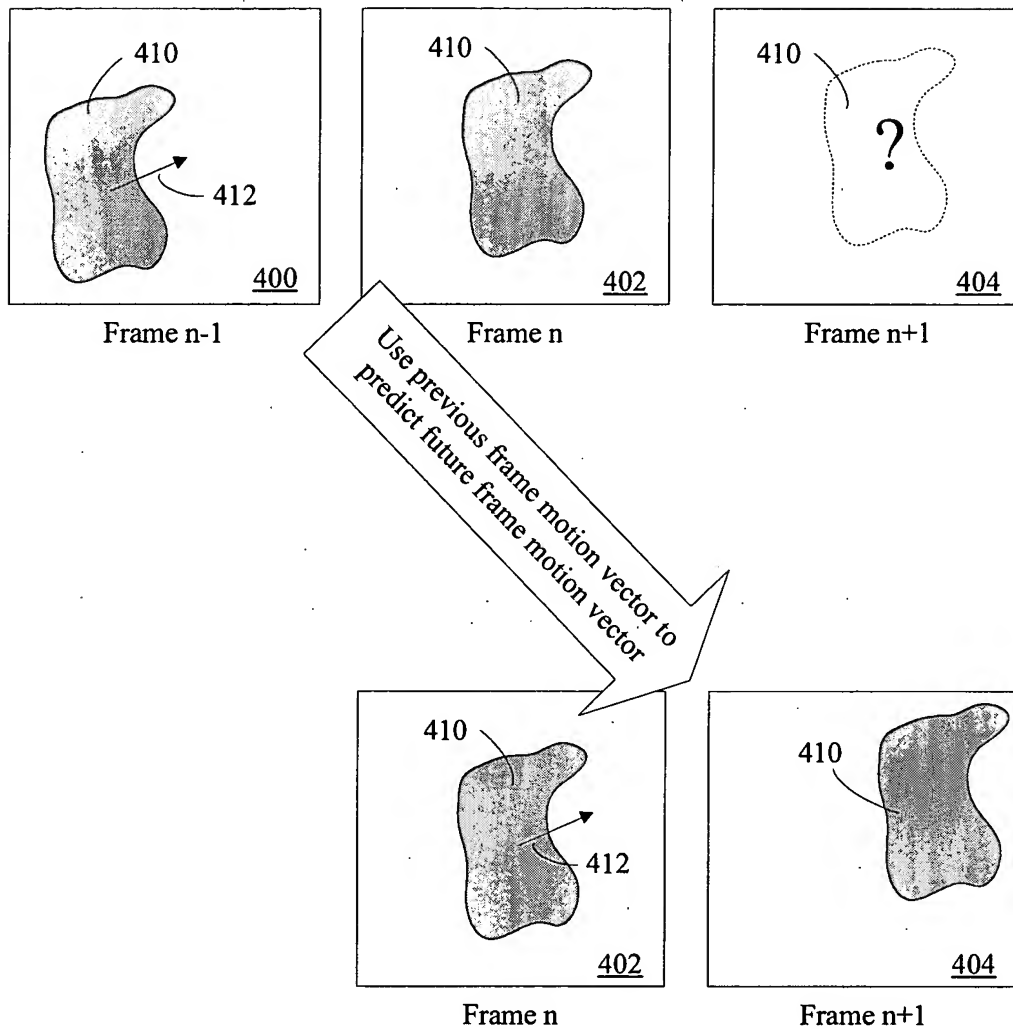
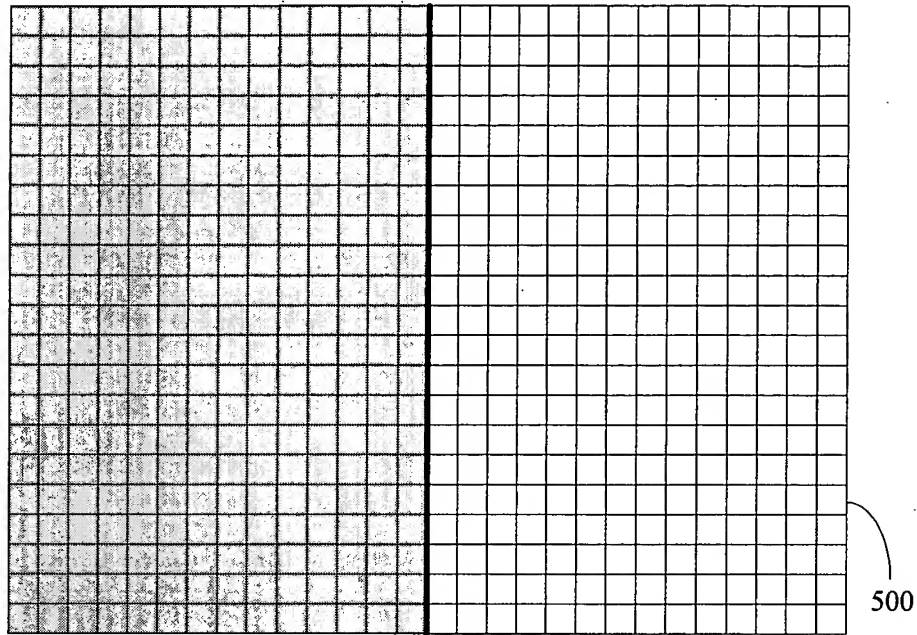
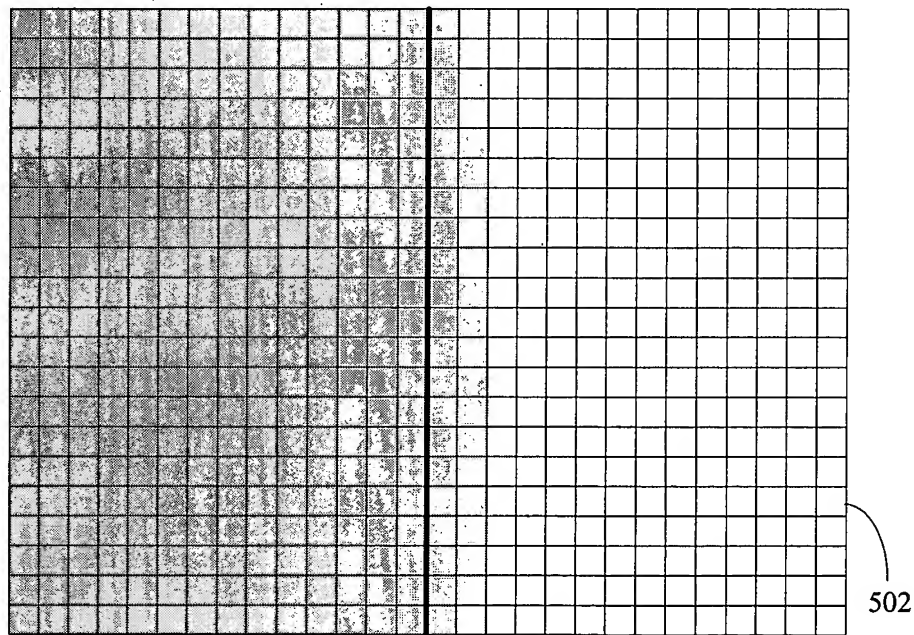


Fig. 4

Boundary Blur Transitions



Segment boundary without blur



Segment boundary with blur

Fig. 5a

Boundary Blur Transitions

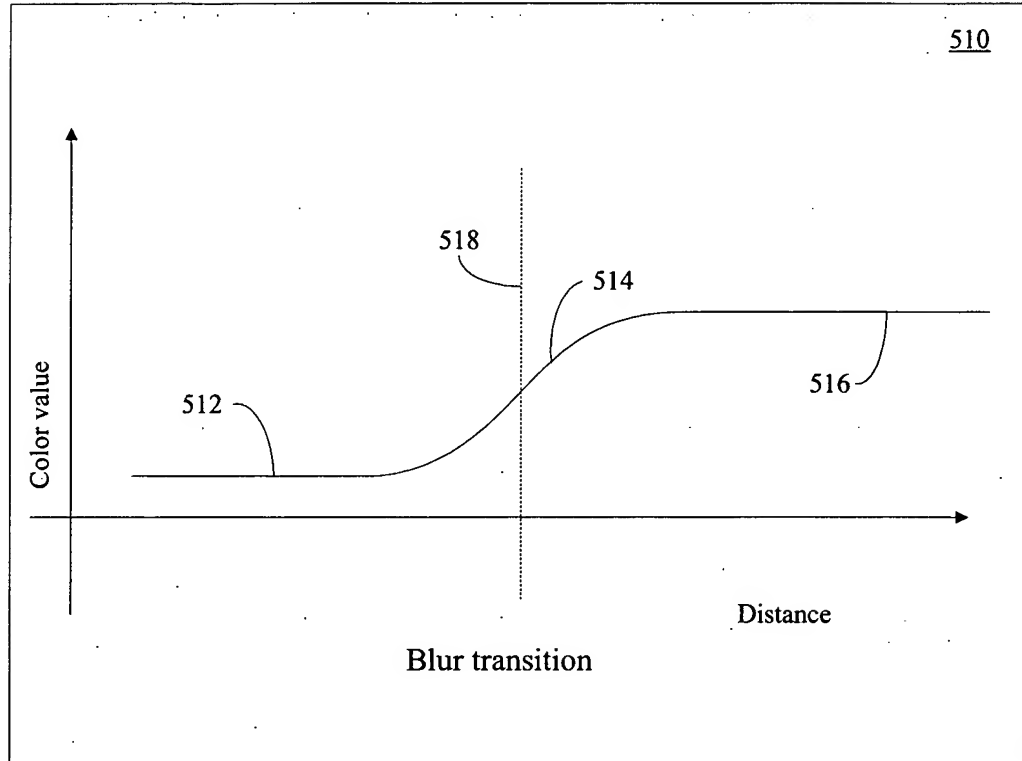


Fig. 5b

Averaging Across Blur Transitions

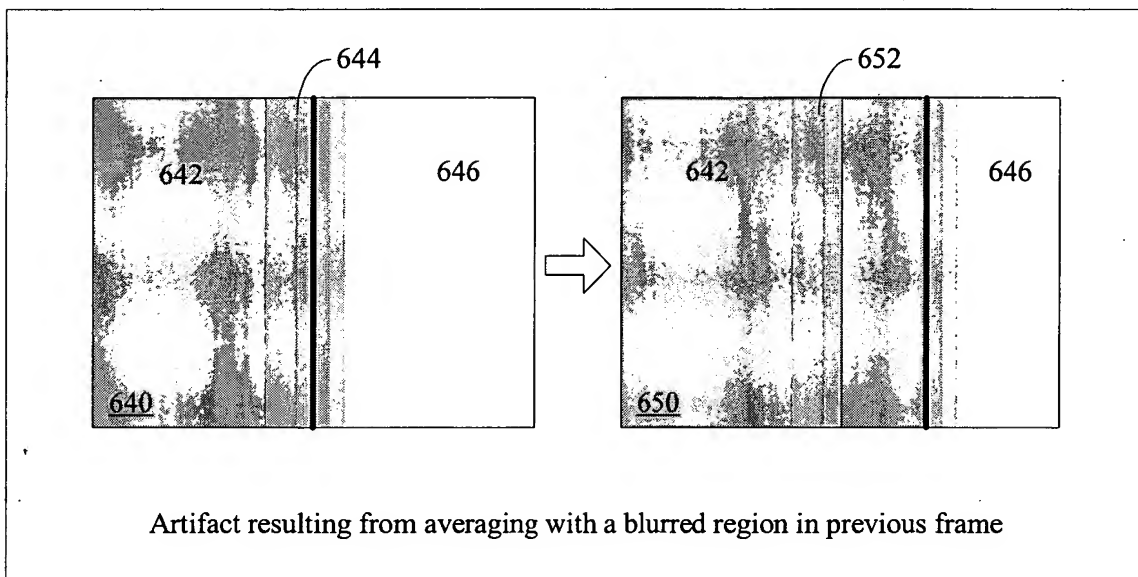
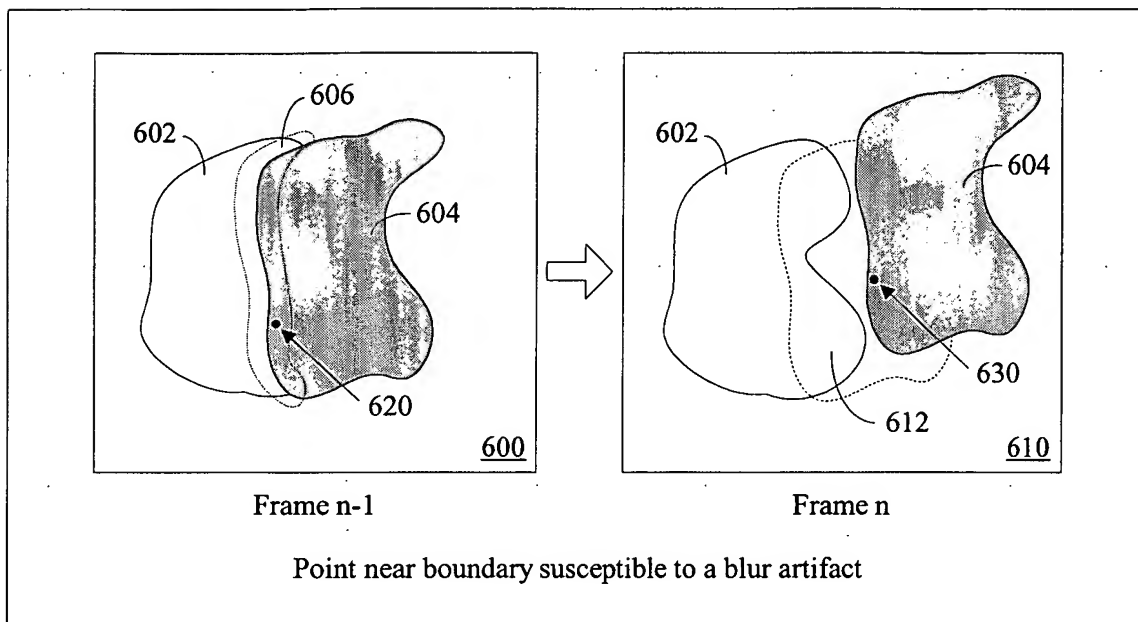


Fig. 6

Averaging Across Blur Transitions

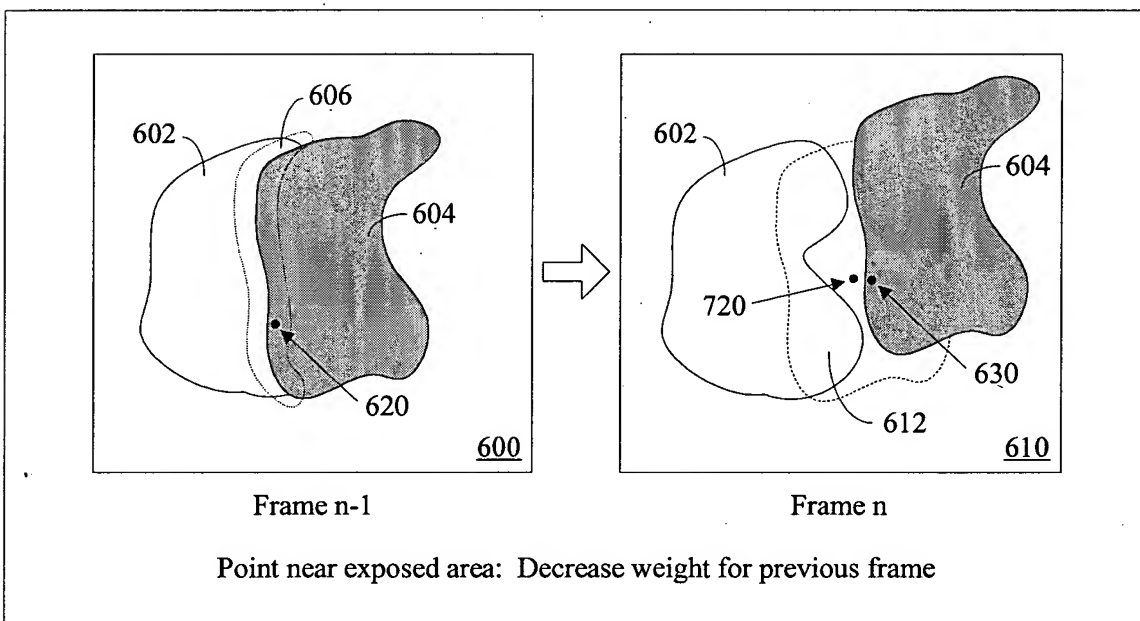
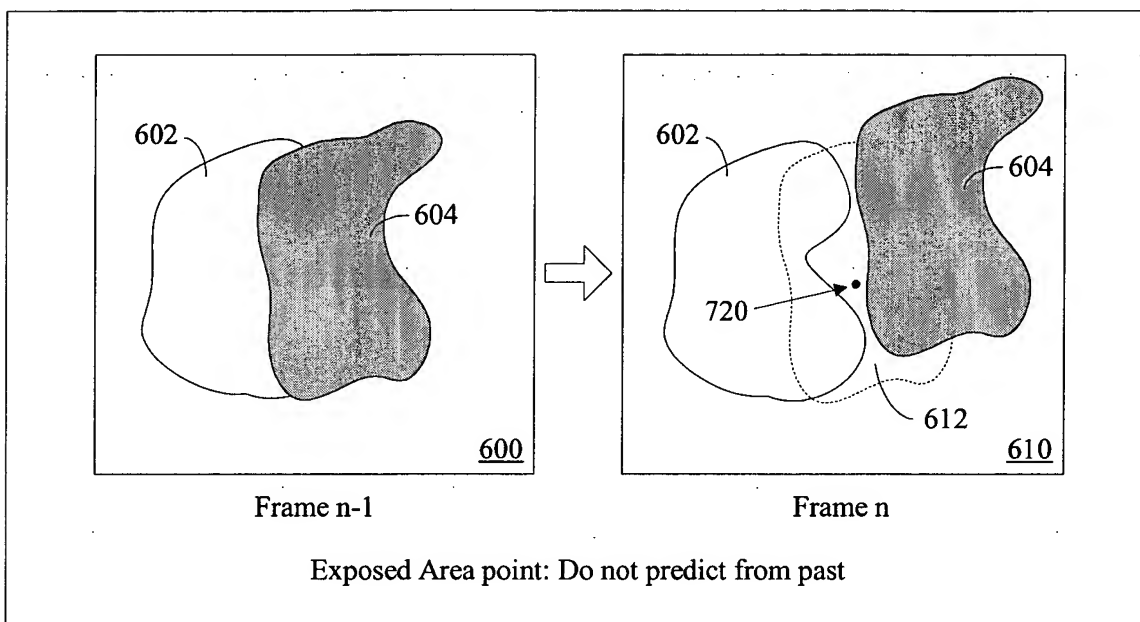


Fig. 7

Averaging Across Blur Transitions

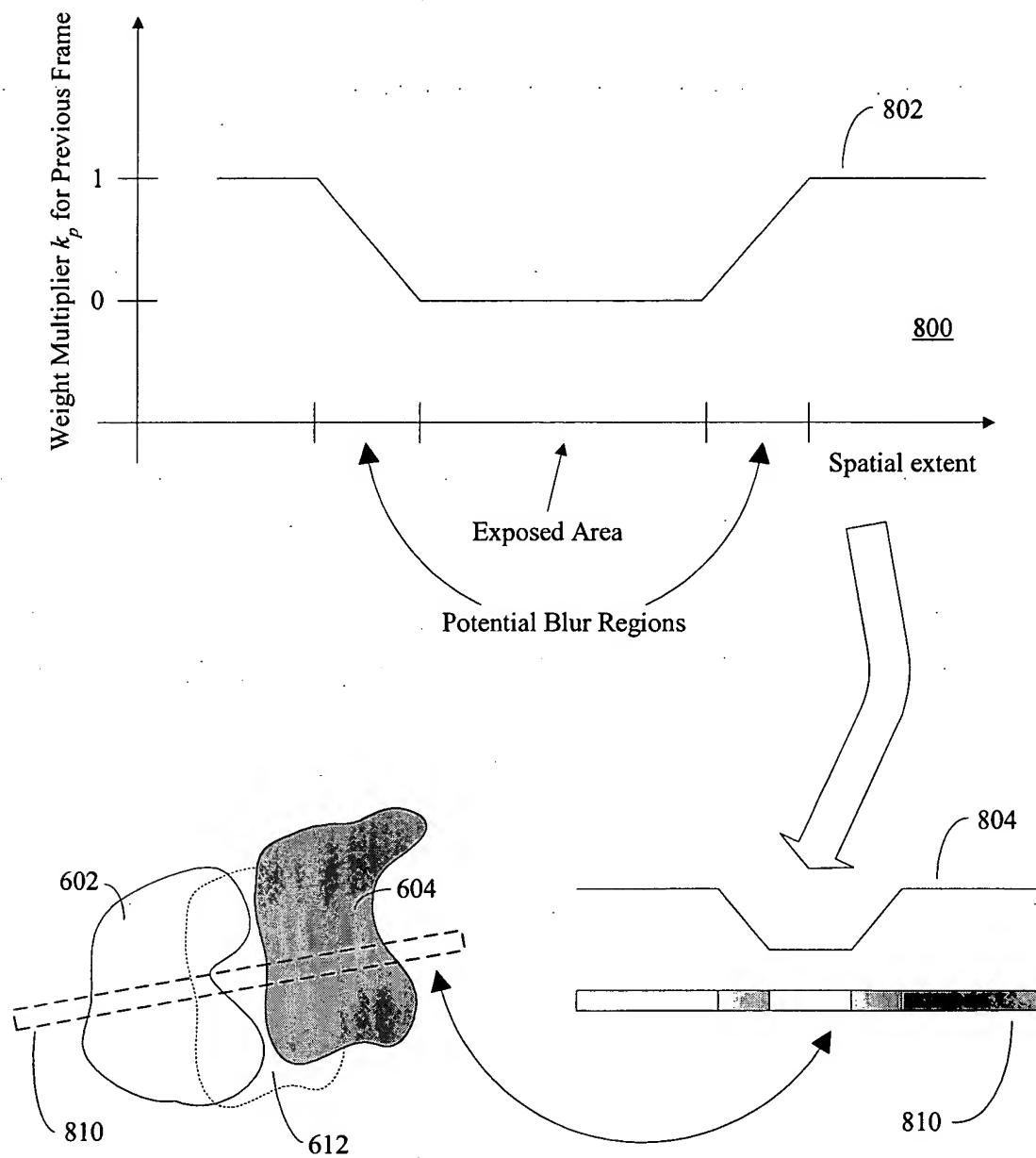


Fig. 8

Averaging Near Differential Motion Boundary

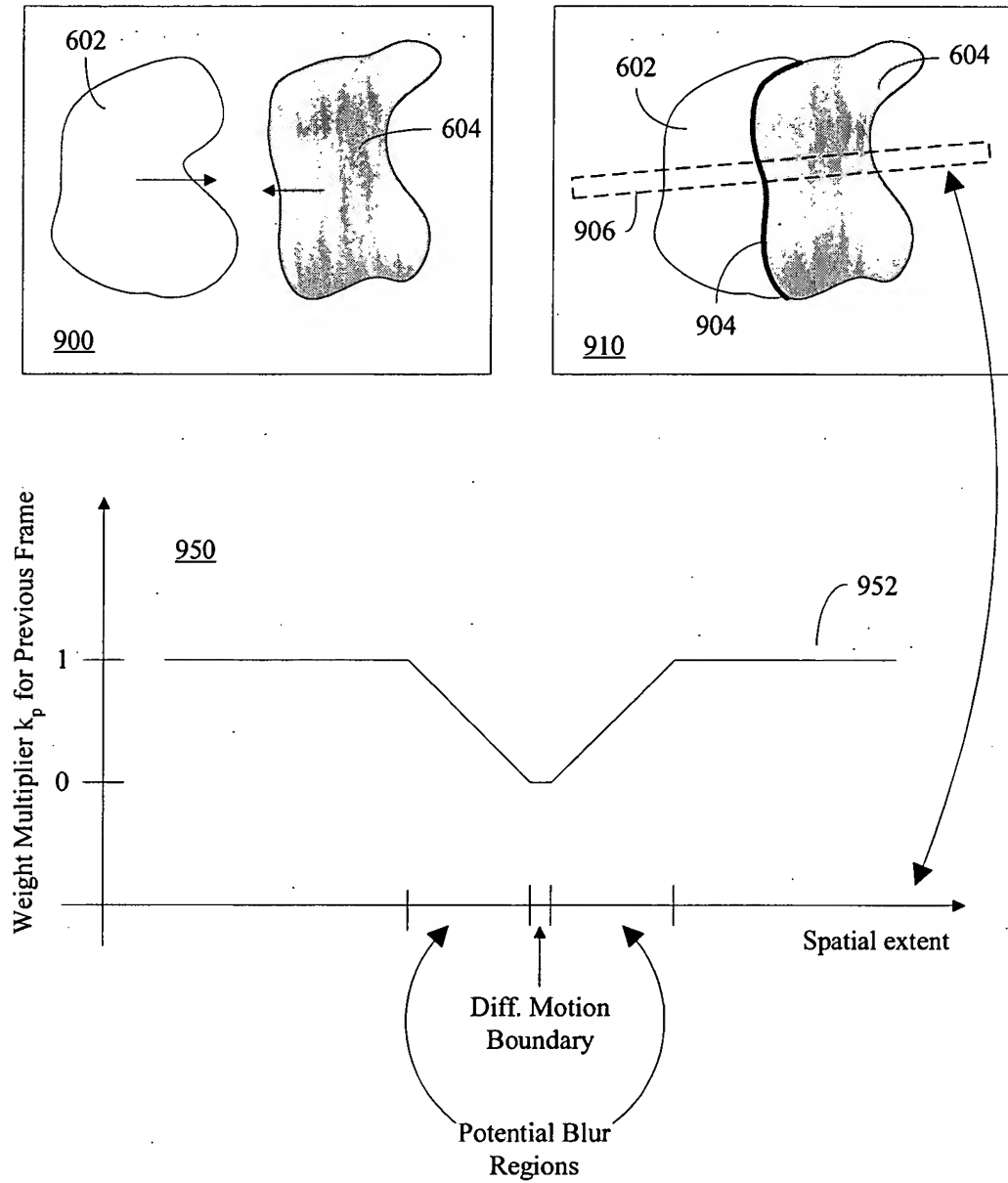


Fig. 9

GOP Boundaries

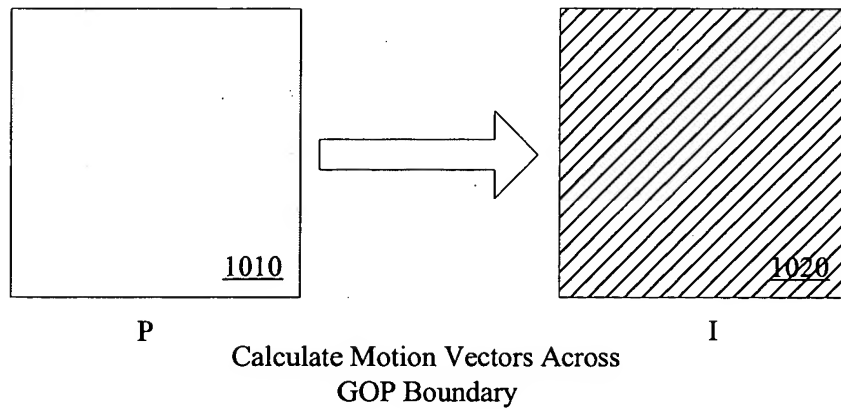
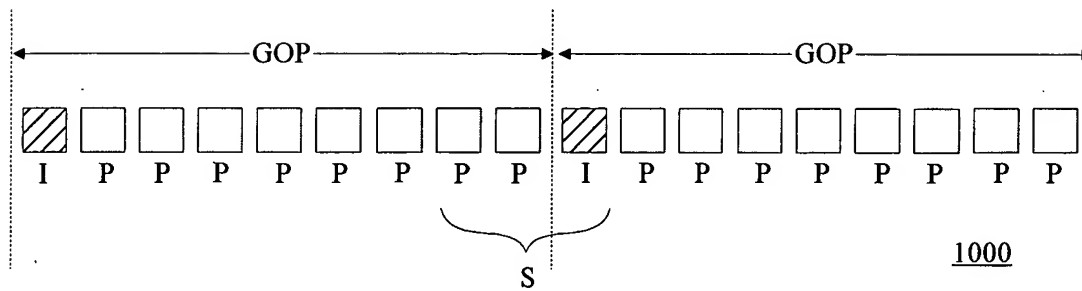


Fig. 10

Extracting a Lighting Offset

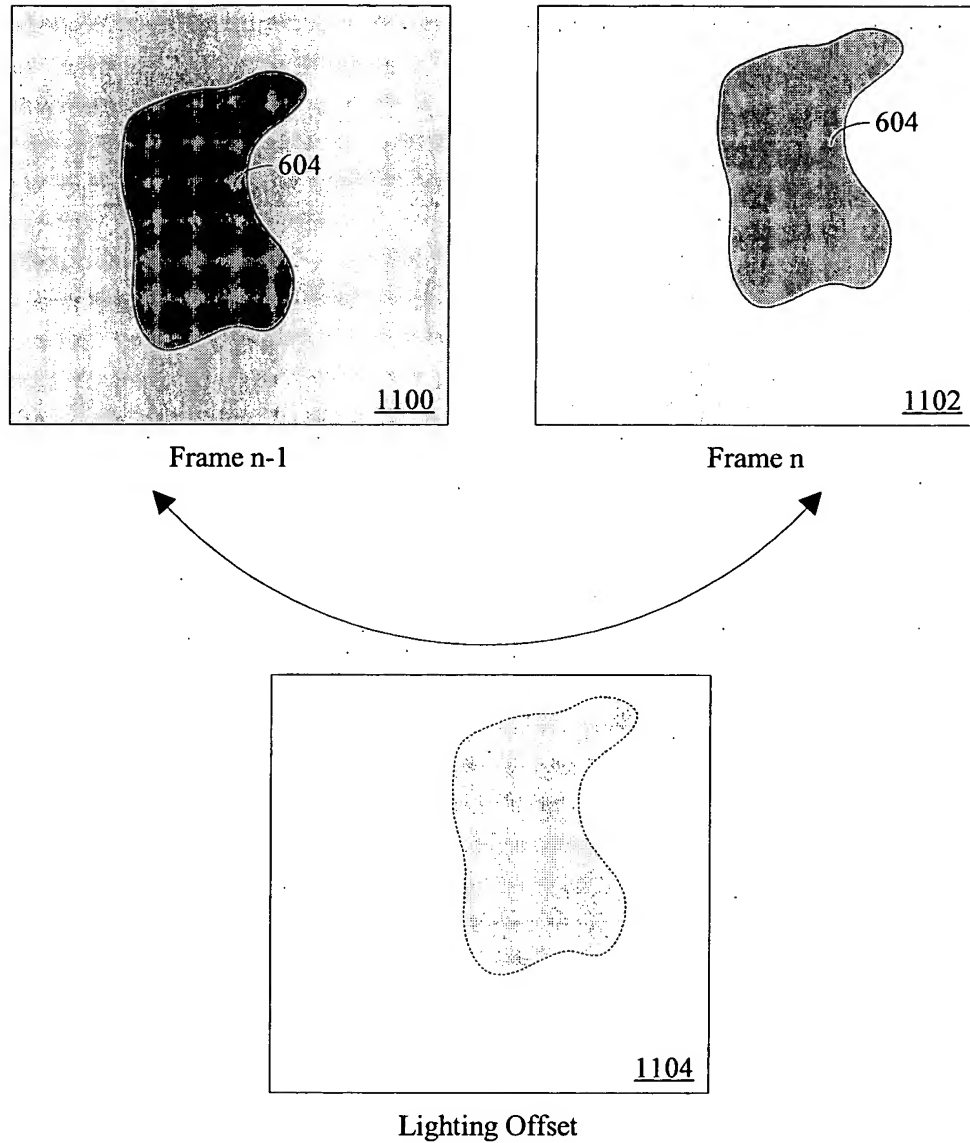


Fig. 11

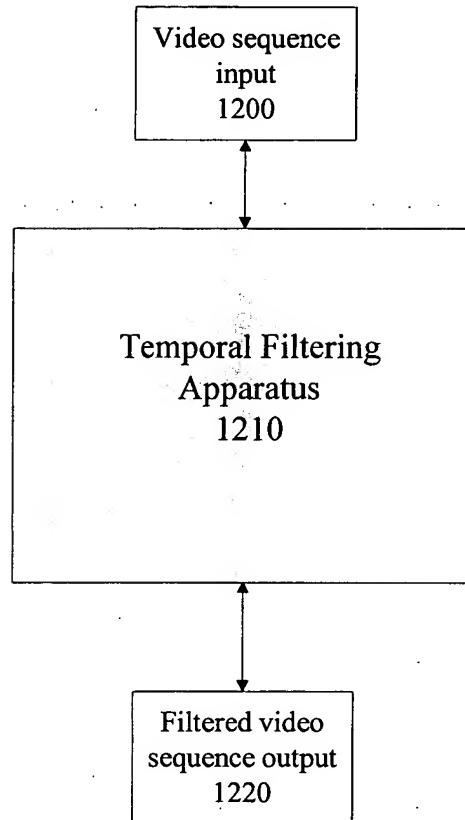


Fig. 12